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Exerting Yourself Empathetically:
To study and understand a person. = Your Rating -1, min 1 Magically: You can't exert yourself magically, but you are able to exert yourself empathetically or violently upon magical forces, creatures, and entities, which other people can't normally do. Mentally: To study and grasp a situation's nuances. = Your Rating Physically: Against the mass and momentum of an uncooperative or unsensible thing. = Your Rating +2, max 5 Subtly: To pass through your environment unnoticed or to take action unremarked. = Your Rating +1, max 5 Violently:
Against an Enemy. = Your Rating +2, max 5 Submit to Circumstance: Instead of exerting yourself, just trying to come out on your feet. = Your Rating Notes, Modifiers & Exceptions:

The fundamentals of the game:

- 1. Ask the volunteers questions.
- 2. Make the leap to action.
- 3. Look for opportunities to exert yourself.

To roll: roll a single 6-sided die and compare it with your exertion's rating. If you roll your rating or under, it's a hit and your roll stands. If you roll over your rating, **it's a miss** and your roll doesn't matter.

The wizard has the rules for interpreting your rolls, which they should share with you.